

CASTLE

by Robert Zdybel

USER INSTRUCTIONS (5/01/81)

USER-WRITTEN SOFTWARE FOR ATARI PERSONAL COMPUTER SYSTEMS (APX-20019)

4000

Description and accordance of the contracted of

CASTLE

ឯង

Robert Zdybel

USER INSTRUCTIONS

COPYRIGHT 1981 Atari, Inc.

Copyright and right to make backup copies. On receipt of this computer program and associated documentation (the software), ATARI grants to you a nonexclusive license to execute the enclosed software and to make backup or archival copies of the computer program for your personal use only, and only on the condition that all copies are conspicuously marked with the same copyright notices that appear on the original. The software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

on the second of the second of

in the state of th

LETTERROLD SOME BOT TON .

4.7910 P. NO.

NATE OF STREET HOW MENTED IN COLUMN TO THE REPORT OF

ල සැල කිරීම ආර්ථ**වර අපහ**රු එක අපේර්තු, තුල ලදාය. ්ට අතුලක මෙනෙක්ම වේග ලෙසර ලෙසර විල කිරීම ලදා ලෙස ``±3**:∃**£.

ERRY Tokas Programs

MAL

9-21

*8.7**2**4

41 (2)

AME OVERVIEW

You're vacationing in Pomerania and, desperate to escape your tour guide, you sneak out of the country inn to take a walk alone. Unknowingly, you wander into an enchanted forest down the lane. Up ahead you can just make out the outlines of a castle shrouded in mist. You're mysteriouly drawn toward it. Even though you know better, you decide to take just a quick peek into one of the castle's heavy-leaded windows (to impress your friends back home when you corner them with tales of your vacation). Slowly you push open the iron gate and tiptoe up to the nearest window. Your frustration grows; it's totally dark inside, except for one small beam of light coming from a hallway in the direction of the front entrance. Glancing at the castle door, you notice it's ajar. "What the heck," you mumble as you steal toward the door, "I'll never vacation in Pomerania again, so it's now or never!" You no sooner step gingerly inside when BAM! The door slams shut and the forest's evil wizard has lured another victim into his trap! In the dark, you accidentally step on the wizard's pet tarantula. The wizard becomes enraged. Your only chance for survival is to escape the castle before the wizard turns you into a newt, which he'll do once he tires of watching your frenetic attempts at escape. You can go from bell towers to dungeons looking for an exit, but don't pass up chances to bring along helpful objects like amulets and swords, or you'll be unprepared when you finally see a way out!

CASTLE belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only—no sound, motion, color, or graphics.

REQUIRED ACCESSORIES

24K RAM ATARI BASIC Language Cartridge ATARI 810 Disk Drive

GETTING STARTED

- 1. Turn on your first (or only) disk drive and insert the game diskette.
- 2. Power up your computer and turn on your video screen.
- 3. At the READY prompt, type RUN "D:CASTLE" and press RETURN. The program will load into RAM and begin.

The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

PLAYING THE GAME

So you're trapped in the castle! You'd better start looking for an escape route. Move around by entering any of these one-letter commands:

- V for up
- D for down
- N for north
- E for east
- S for south
- W for west

Try drawing a map of your meanderings if you become confused.

You'll encounter objects like amulets and lamps as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from lurking dangers. Take and use these objects by entering two-word commands, such as TAKE AMULET and TURNON LAMP. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in CASTLE at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing. CASTLE has some secret words, which, when used at the right time and in the right place, effect wondrous results.

SCORING

There's only one way you can win at playing CASTLE--by escaping!

RESTARTING AND REPLAYING THE GAME - - CL.

You can interrupt the game at any time and start over by first pressing the BREAK key and then typing RUN. If you manage to escape but are so foolish as to want to relive your adventure, simply type RUN.

with and an origin া ওদাহা**টি নিত** গুলাছ ভূ DRINK DROP EAT List. **FEED** ewas see . INSERT STYOL OF LIFT MOVE OPEN READ ုန္မာ၏ ညာသုံးဖြစ်ႏို့ နည္းသမိုက္သည္။ မရွင္းမရွင္း မြင့္ SAY **SWING** TAKE Automorphism of the state of th A LA SER COMEN TO THE TOTAL OF TURN TURNOFF TURNON - THE STORE FOR THE TOTAL SESSENCE, #127、 カンコナイストロー、大幅放送 UNLOCK WATER The second of the control of the con WAVE

Deposite of the second of the

U (up)

D (down)

N (north)

E (east)

S (south)

W (west)

THE THE TABLE AND A SECOND TO SECOND THE SECOND PROPERTY OF A TELESTICAL

ALBERT CELECTIONS CONTROL SECURITY TO A SECURITY TO A SECURITY TO A SECURITY OF THE SECURITY O

ST COME OF THE STORE OF C. THE TOUR TO SEE THE STORE OF THE

OTHER COMMANDS Brad BET SHIVALTED DWITTER IN

HINT for some helpful information and the first and the fi

របស់ គឺស៊ីមនេះ គឺស្នេះ គឺស្នេះ បានប្រាស់ បានប្រាស់ បានប្រាស់ បានប្រាស់ ប្រាស់ បានប្រាស់ បានប្រាស់ បានប្រាស់ បា បានប្រាស់ មេ ស្នេះ ស្នេះ ស្នេះ ស្នេះ បានប្រាស់ ប្រាស់ ប្រទេស ប្រាស់ ប្រស់ ប្រាស់ ប្រស់ ប្រាស់ ប្រស់ ប្រាស់ ប្

2年(1947年新月本日本 **東京**)(1944年)

The second of the deposition of the second o

respective to the court, appropriate the present of the West of a second respectation of the court of the cou

and the state of t

าโรกเรียนสังเดิมกับการตัวเมือน น้ำการ (1000) แ

ស្តីសម្តេចដែលមិនទៅ។ នៅស្តែក មុខស្នាស្តែ «២២» (២០) នៅ ក្រុសមក្តី បាន

and the state of t

· 通信的 · Pappage (如) · La Pappage () ·

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front.

1. Name and APX number of program		
2. If you have problems using the program, please describe them here.		
3. What do you especially like about this program?		
4. What do you think the program's weaknesses are?		
5. How can the catalog description be more accurate and/or comprehensive?		
6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:		
Easy to use User-oriented (e.g., menus, prompts, clear language) Enjoyable Self-instructive Useful (for non-game software) Imaginative graphics and sound		
7. Describe any technical errors you found in the user instructions (please give page numbers		

	•
8. What did you especially like about the user instructions?	
	·
9. What revisions or additions would improve these instructions?	•
	-
10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how w rate the documentation and why?	- ould you
11. Other comments about the software or the user instructions:	
	-
	-
·	 STAMP
	 -

ATARI Program Exchange P. O. Box 427 155 Moffett Park Drive Sunnyvale, CA 94086

	A FIGURE AT MERCHANISH AND A MERCHANISH AND A MEMBERSHAPPEN AND AND AND AND AND AND AND AND AND AN
	The second section of the second of the seco
	That you espect. Hy like about it is used to the
	The second common contract and make an own the second of t
all the control of	to democrate the process of the control of the cont
· maker nor ·	A. S.
	To see to exercise of the sendicular of the west of the
an.	THE WORK OF THE PART AND THE PA
	100 100 100 100 100 100 100 100 100 100
	the control of the state of the
	A 1913 of Employed Engine Engine Employed Press, CEST/99 (Bit A.E. Employed Press/A) (CEST/99) (Bit A.E. Employed Press/A) (CEST/99) (Bit A.E. Employed Press/A)
	The state of the s
	The first of the contract of the first of the contract of the
	The first of the f
	THE RESIDENCE OF THE SEASON CONTINUES AND SEASON CONTINUES OF SEASON OF MATERIAL SEASON CONTINUES OF THE ADMINISTRATION OF THE ADMIN
	ARE CONTROL SHAMMER OF THE CONTROL AND THE CONTROL OF THE CONTROL
	12. Other action to exemption edition to each more reached
	·····································
	S WIT IN A S IN NOT 1 HOURS OF REPORTED PARK I SECURIOR VIRGINION COMMENTATION OF IN THE PROPERTY OF THE PROPE
	THE REPORT OF THE PART OF THE
	7 % WITH THE PART OF SAT SATE WITH ADMINISTRATION OF THE PROPERTY OF THE PARTY OF T
	unity (at administration) is promising superface from the administration of the superface o
	disenten och file statister i der flere det statister i der flere det statister och flere det statister och de
	men an market, a selection of the contract of

port to the control of the control o

